

Americans - The Power of Innovation

- First Wonder is built instantly, provided no other nation is also building it (excluding Space Program or Supercollider).
- Governments at the Senate are free.
- Aircraft and Carriers are cheaper.
- Starting in the Modern Age, receive two free Bombers at each Airbase.
- A free Scholar is created at each new University.
- Military unit upgrades are cheaper.
- Each Barracks unit provides free resource income.

- Continental Marines
- Marine Riflemen
- Marine Infantry
- Assault Marines

Dutch - The Power of Commerce

- Begin with a free Commerce research, and receive a discount on all subsequent Commerce research.
- Start with a Market and free Merchants.
- Receive bonus resources based on the amount of accumulated resources (except Knowledge).
- Receive Light Ships and cheaper Ship upgrades whenever a Dock is built.

- Armed Caravan
- Armed Merchant
- Armed Supply Wagon
- Brig
- Flyut
- Clipper

Indians - The Power of Majesty

- Buildings (except Wonders and Cities) do not ramp up in cost, and fortifications ramp up at half of the normal rate.
- City Economic Radius is increased.
- Caravan income is increased.

- War Elephant
- Mahout
- Gun Mahout
- Culverin Mahout

Iroquois - The Power of the Nation

- Get a free Scout and free Scout upgrades with each Barracks.
- Scouts can move through forests.
- First Senate is free and built instantly.
- Woodcutters also gather food.
- In friendly territory, Military units have extra hit points, are hidden when not attacking, and heal when not moving or attacking.

- Okwari
- Akweks
- Takohs
- Spearman
- Mohawk Spearman
- Heavy Mohawk Spearman
- Elite Mohawk Spearman

Lakota - The Power of the Plains

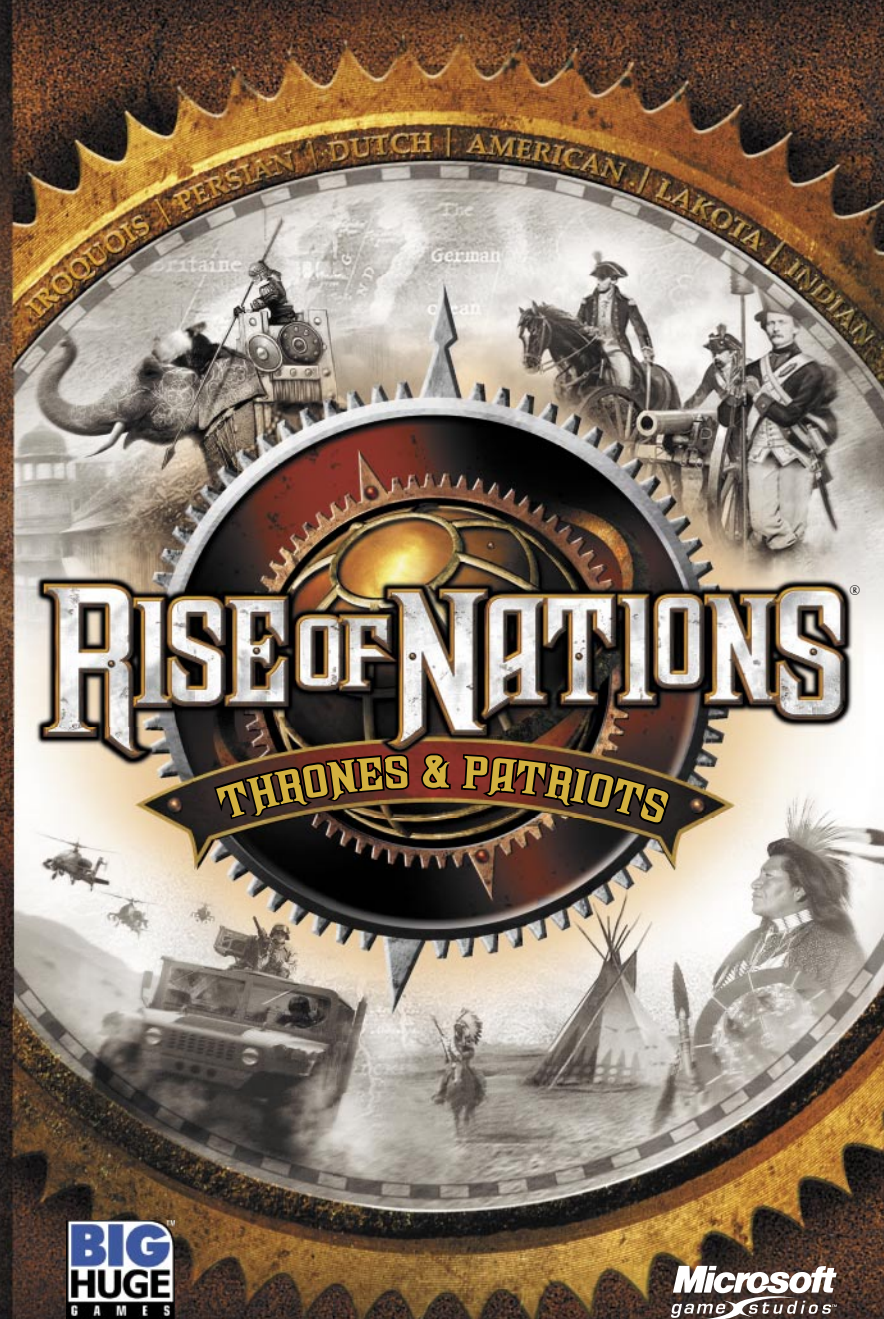
- Instead of building Farms and Granaries, receive Food for each Citizen, Scout, and Cavalry unit (except when garrisoned).
- Borders are invisible to enemies. Can construct buildings in any territory not held by an enemy nation.
- Ranged Cavalry upgrades are free.

- Sunka Wakan
- Eagle Feather Horse
- Musket Horse
- Repeating Rifle Horse

Persians - The Power of Ceremony

- Begin with extra Food.
- Second City acts as a second Capital. Receive additional Capital City border bonus. Both Capitals must be captured to eliminate this nation.
- Cheaper Civic research and taxation upgrades.
- Always have the maximum number of Caravans.

- Immortals
- Anusiya
- War Elephant
- Athanatoi
- Mahout
- Gun Mahout
- Arquebus Immortal
- Culverin Mahout



SAFETY WARNING

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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The *Rise of Nations*®: *Thrones & Patriots* expansion pack adds to the game that already covers all of history. Start with a single ancient village, and grow it into a world-spanning empire. To use this expansion pack, you must have the original *Rise of Nations* installed on your computer.

What's new:

- Six new nations: American, Dutch, Indian, Iroquois, Lakota, and Persian.
- New Senate, Government, and Patriot concepts.
- Three new Wonders of the World.
- Four new Conquer the World campaigns.
- Balance changes to existing nations, Wonders, and technologies, including:
 - Transport speed bonus for Military research is removed.
 - British Longbow line is improved.
 - British get free Archers and Fishing Boats at Barracks and Docks.
 - Aztecs and Romans get free Military research at start.
 - Romans get free Heavy Infantry for each Barracks starting in Classical Age.
 - Roman Fort-building speed is improved and Fort upgrades are free.
 - Russians get free Civic research at start.
 - New Russian power—receive plunder from enemy-destroyed buildings.
 - Spanish Ruins bonus is lowered, Tercios are less effective, and Line-of-Sight bonus is removed.
 - Mayan bonuses for building discount, speed, and hit points are lowered.
 - Supercollider no longer impacts unit research.
 - Pyramids give cheaper Cities.
 - Kremlin and Taj Mahal switch Ages. Kremlin gets addition to Oil Cap.
 - Howitzers and Rocket Artillery are less effective vs. Foot units.
 - Tank line is more effective vs. Siege units.

8TH CENTURY BC

The *Iliad*, inspiration of Alexander the Great, is composed.

356 BC

Alexander the Great is born in Pella, Macedonia.

336 BC

Alexander ascends the throne of Macedonia.

GOVERNMENT

Government gives your nation military and non-military bonuses. To establish a Government, you first must build a Senate and have the appropriate technology researched.

Each Government type also allows you to create a Patriot, a unique leader who can enhance your nation's military or economic power.



Senate

You can build a Senate after your nation advances to the Classical Age. It must be constructed within the City Limits. Constructing a Senate at a City other than your Capital moves your Capital to that City. Click the Senate building to display the

Government Options in the Command Palette.



Despotism

Government controlled by one tyrannical ruler with absolute powers.

- Cheaper Military research and units.
- Despot Patriot, a General who also provides Supply, Line-of-Sight, and Plunder benefits.



Republic

Government controlled by elected representatives who may (or may not) represent the will of the people.

- Increased Commerce Limit.
- Senator Patriot, a General who also provides Healing, Bribing, and Building-Defense benefits.



Monarchy

Government controlled by a single hereditary ruler.

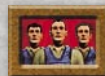
- Cheaper and faster-built Cavalry.
- King Patriot, a General who also provides Supply, Siege, and Mounted-Combat benefits.



Democracy

Government whose rulers are elected by all Citizens and represent the will of the people.

- Cheaper non-Library technologies.
- President Patriot, a General who also provides Production, Building, and Healing benefits.



Socialism

Government wherein production and distribution of goods are determined by equity rather than market principles.

- Cheaper and faster-built Factory, Airbase, and Dock units.
- Comrade Patriot, a General who also provides Supply, Combat, and Assimilation benefits.



Capitalism

Government wherein production and distribution of goods are determined by a free and competitive market.

- Receive +100 Oil production and 500 Oil.
- CEO Patriot, a General who also provides Defense, Range, and Healing benefits.

2

332 BC

Great commercial and literary center, Alexandria, is founded.

323 BC

Alexander dies after becoming his era's greatest conqueror.

3

15TH CENTURY

The Inca Empire is founded in the Andes Mountains.

NEW NATIONS

Americans

Immigrant peoples who settled North America and declared their independence in the 18th century.

The Americans have the Power of Innovation.

- First Wonder is built instantly, provided no other nation is building it also (excluding Space Program or Supercollider).
- Governments at the Senate are free.
- Aircraft and Carriers are cheaper.
- Starting in the Modern Age, two free Bombers are created at each Airbase.
- A free Scholar is created at each new University.
- Military unit upgrades are cheaper.
- Each Barracks unit provides free resource income.

American units are: Continental Marines, Marine Riflemen, Marine Infantry, and Assault Marines.

Dutch

Nation known for its economic prowess and world exploration. Won its freedom from the Spanish Empire in the 16th century.

The Dutch have the Power of Commerce.

- Begin with a free Commerce research, and receive a discount on all subsequent Commerce research.
- Start with a Market and free Merchants.
- Receive bonus resources based on the amount of accumulated resources (except Knowledge).
- Receive Light Ships and cheaper Ship upgrades whenever a Dock is built.

Dutch units are: Armed Caravan, Armed Merchant, Armed Supply Wagon, Brig, Fluyt, and Clipper.

Indians

Nation whose origins date to 2500 BC. Located in southern Asia, it is the world's most populous modern democracy.

The Indians have the Power of Majesty.

- Buildings (except Wonders and Cities) do not ramp up* in cost, and fortifications ramp up at half of the normal rate.
- City Economic Radius is increased.
- Caravan income is increased.

Indian units are: War Elephant, Mahout, Gun Mahout, and Culverin Mahout.

**The cost to produce additional buildings and units normally increases as the number of those buildings/units owned by your nation increases.*

Iroquois

Confederacy of Native American tribes populating the Northeast region of North America.

The Iroquois have the Power of the Nation.

- Get a free Scout and free Scout upgrades with each Barracks.
- Scouts can move through forests.
- First Senate is free and built instantly.
- Woodcutters also gather food.
- In friendly territory, Military units have extra hit points, are hidden when not attacking, and heal when not moving or attacking.

Iroquois units are: Okwari, Akweks, Takohs, Spearman, Mohawk Spearman, Heavy Mohawk Spearman, and Elite Mohawk Spearman.

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16TH CENTURY
The Iroquois nation
is founded.

1521
Spanish conquer the
Aztec Empire.

1624
Dutch establish New Amsterdam,
now known as New York City.

5

Lakota

Indigenous peoples of North America whose territory ranged over western South Dakota, eastern Wyoming, and eastern Montana.

The Lakota have the Power of the Plains.

- Instead of building Farms and Granaries, receive Food for each Citizen, Scout, and Cavalry unit (except when garrisoned).
- Borders are invisible to enemies. Can construct buildings in any territory not held by an enemy nation.
- Ranged Cavalry upgrades are free.

Lakota units are: Sunka Wakan, Eagle Feather Horse, Musket Horse, and Repeating Rifle Horse.

Persians

One of the great ancient nations in southwest Asia.

Persians have the Power of Ceremony.

- Begin with extra Food.
- Second City acts as a second Capital. Receive additional Capital City border bonus. Both Capitals must be captured to eliminate this nation.
- Cheaper Civic research and taxation upgrades.
- Always have the maximum number of Caravans.

Persian units are: Immortals, Anusiya, War Elephant, Athanatoi, Mahout, Gun Mahout, Arquebus Immortal, and Culverin Mahout.

NEW WONDERS OF THE WORLD

Hanging Gardens



One of the Seven Wonders of the Ancient World. Built by Nebuchadnezzar II for his queen in ancient Babylon, circa 600 BC. Requires Classical Age. One Wonder Point. Increases Knowledge production and provides a discount to economic-enhancer technologies.

Forbidden City



Walled city built in 1407 within Beijing for the Imperial Court of the Chinese emperor. Entry was forbidden to ordinary citizens until 1912. Requires Medieval Age. Two Wonder Points. Counts as a bonus Major City and can be built wherever a City could. Its build location is not revealed to the enemy until it has been completed. It provides +50 Food and Timber. Capital Timers and sudden-death elimination have no effect on the Nation with this Wonder.

Red Fort



Massive fortification built of red sandstone in 1618, it served as the palace of India's Mughal Emperors. The outer defense wall was 1.5 miles long and 110 feet tall. Requires Gunpowder Age. Two Wonder Points. The Red Fort has long range and increased toughness and can be built wherever a Fort can. Its build location is not revealed to the enemy until it has been completed. Receive Fort upgrades for free, and all Forts in your nation have increased hit points. Units garrisoned in the Red Fort heal faster.

6

1769

Napoleon Bonaparte is born in Ajaccio, Corsica.

1804

Napoleon becomes Emperor of France.

1808

Napoleon invades Spain, installing his brother as King.

7

NEW CONQUER THE WORLD CAMPAIGNS

You conquered the world in *Rise of Nations*; now, do it again playing all new historical campaigns with a fully interactive diplomacy and trading system. Follow in the footsteps of two of the world's greatest generals, Alexander the Great and Napoleon. See how well you do in the politically-charged climate of the New World and the Cold War.

Alexander the Great

Alexander the Great was thrust onto the throne at the age of 20 after his father was assassinated. Alexander found himself surrounded by enemies at home and threatened by rebellion abroad.

Put yourself in his place as you endeavor to solidify your power in Macedonia. Then, attempt to crush the Persian Empire, matching the military feats of Alexander.

In the campaign, you will:

- Follow Alexander's lead and play scenarios based on historical battles, or second-guess his strategies and depart on your own path.
- Fight with and against unique General units, such as Alexander, Darius, Ptolemy, and Parmenio.



Napoleon

After Napoleon Bonaparte's education at the French military academy in Brienne and his family's flight to France during a civil war in Corsica, he found himself in the tumultuous world of post-revolutionary France.

Napoleon quickly found success as a young army officer by snuffing out a revolt in Avignon and bombarding the British with enough ferocity to drive them from Toulon. Soon after, "a whiff of grapeshot" took care of an aggravated mob in Paris and catapulted General Bonaparte into command of an entire army.



Taking control at this critical point in Napoleon's career, you will:

- Choose your route to becoming Emperor. Conquer foreign lands and return a hero, or shock the world with unprecedented victories against the monarchs of Europe.
- After you become Emperor, negotiate deals and trade colonies with major nations. Force others to become your vassals.
- Take risks to achieve greatness. As Emperor, one poor decision could see you in exile, struggling to regain power.

8

1814

Abdicating his throne,
Napoleon is exiled to Elba.

1815

Escaping exile, Napoleon returns
to Paris as Emperor.

1815

Napoleon abdicates again and is
exiled to Saint Helena.

9

The New World

Two continents are up for grabs as cultures collide in the New World. Europeans, flush with the excitement of exploration and conquest, seek riches to bring home to the reigning monarchs. Native Americans, reeling from the unimaginable arrival of the invaders, strive to hold onto their way of life. A new way of thinking is developing among certain Europeans, however, who see no reason to maintain their ties to their Old World rulers.

In the New World, you will:

- Choose to play as a European nation—French, Dutch, British, Spanish, or Portuguese—and try to become the most dominant power.
- Choose to play as a Native American nation—Lakota, Iroquois, Aztec, Mayan, or Inca—and drive out the Europeans.
- Play as the Americans, and claim your independence. Expand your tiny nation into a major superpower.



The Cold War

The Cold War rose directly from the ashes of World War II. The United States and the Union of Soviet Socialist Republics (USSR) were only allies of convenience against the Nazi threat and were suspicious of each other's motives. With Hitler defeated, both sides began competing for influence around the world. Neither side was willing to start a true war because of the risk of nuclear annihilation, spawning a new style of indirect confrontation.

While fighting the Cold War, you will:

- Take control of the USSR or the United States, and try to end the Cold War by booming your economy or crushing your enemy on the battlefield.
- Build nuclear weapons on the strategic map. Use them as a deterrent, or let them fly. Use the DEFCON Meter to monitor the current nuclear tensions.
- Send out your Spies and Special Forces on classified espionage missions of increasing difficulty and reward.
- Perform police actions, claim Client States, and control NATO or the Warsaw Pact.



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